

INSTRUCTIONECOMET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY® ADVANCE WIRELESS ADAPTER ACCESSORY.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.

This may be a long distance call, so please ask permission from whomever pays the phone bill.

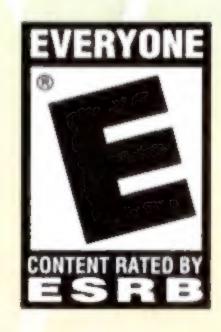
Rather talk with a game counselor? 1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



without the Official Nintendo Seal.

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THE ADVENTURE BEGINS

High in the skies above Dream Land floats the Mirror World. In this strange and beautiful land, mirrors have the power to

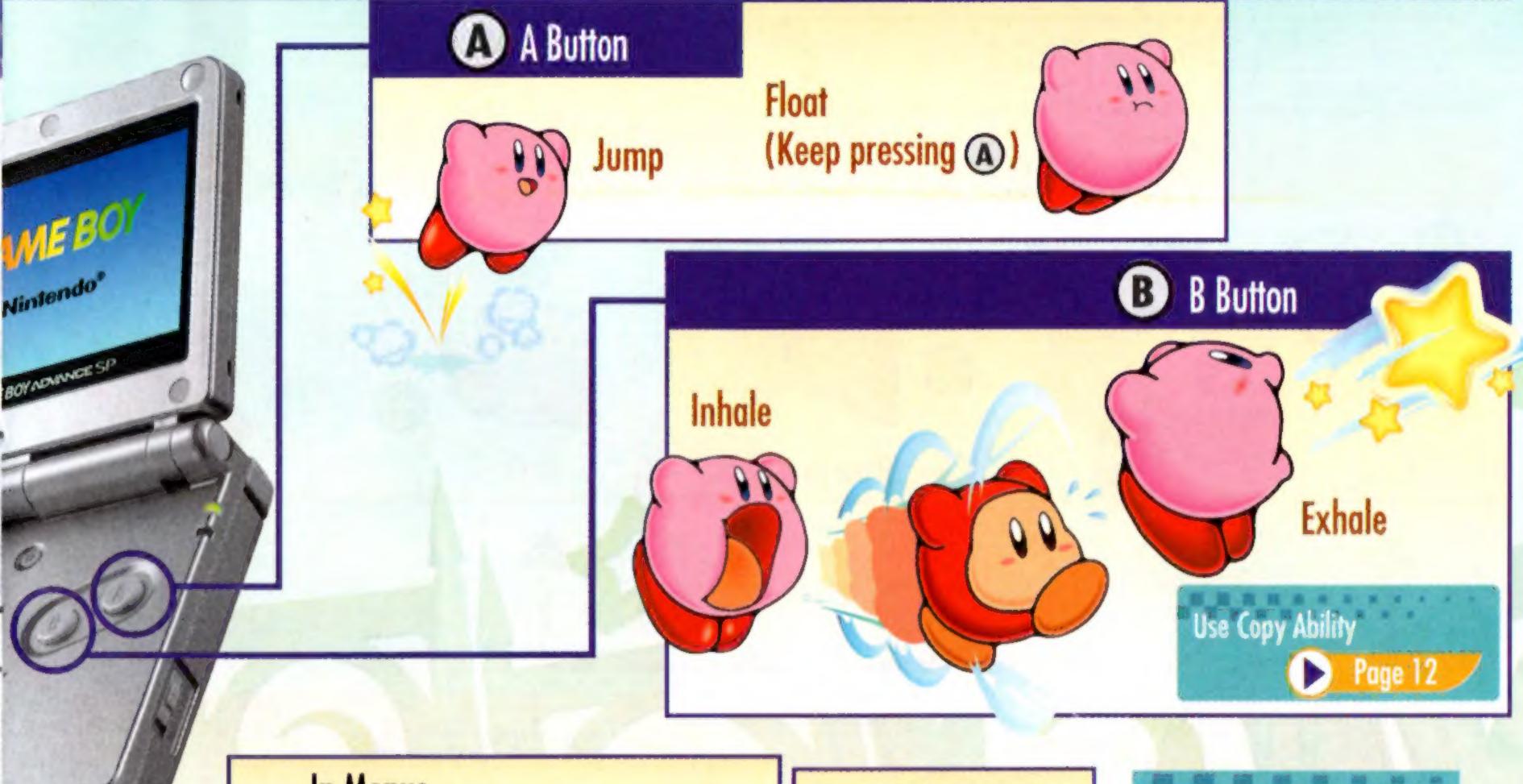
make any wishes reflected in them come true. One day, a sinister presence invaded the Mirror World, and its mirrors could only reflect bad things. When Meta Knight discovered what was happening, he set off to save the Mirror World.

Meta Knight

Meanwhile, down in the peaceful Dream
Land, Kirby was enjoying a leisurely walk.
Suddenly, from out of nowhere, a familiar shadow appeared! It looked like
Meta Knight, but something seemed different. Without warning, the shadowy
Meta Knight lunged at the daydreaming Kirby!













Choose menu items





Go back

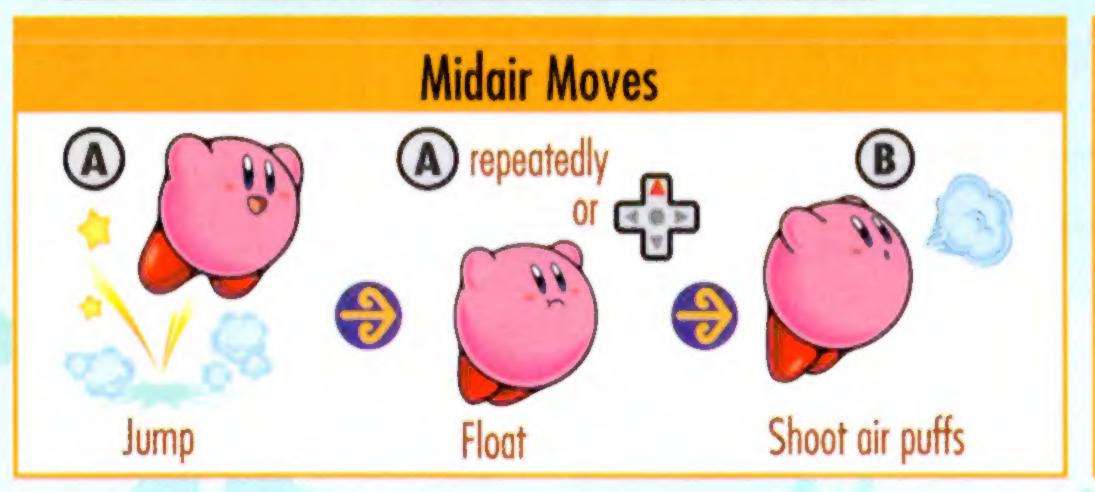
Press START, SELECT, (A), and (B) to reset the game.

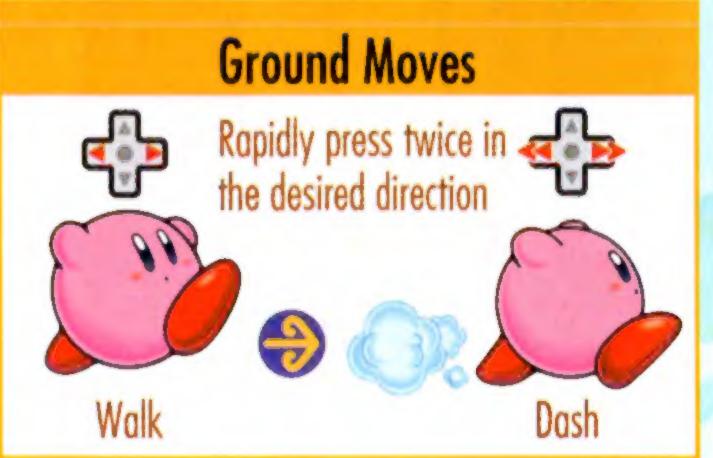
For more information about Kirby's amazing moves, see pages 10 to 15.

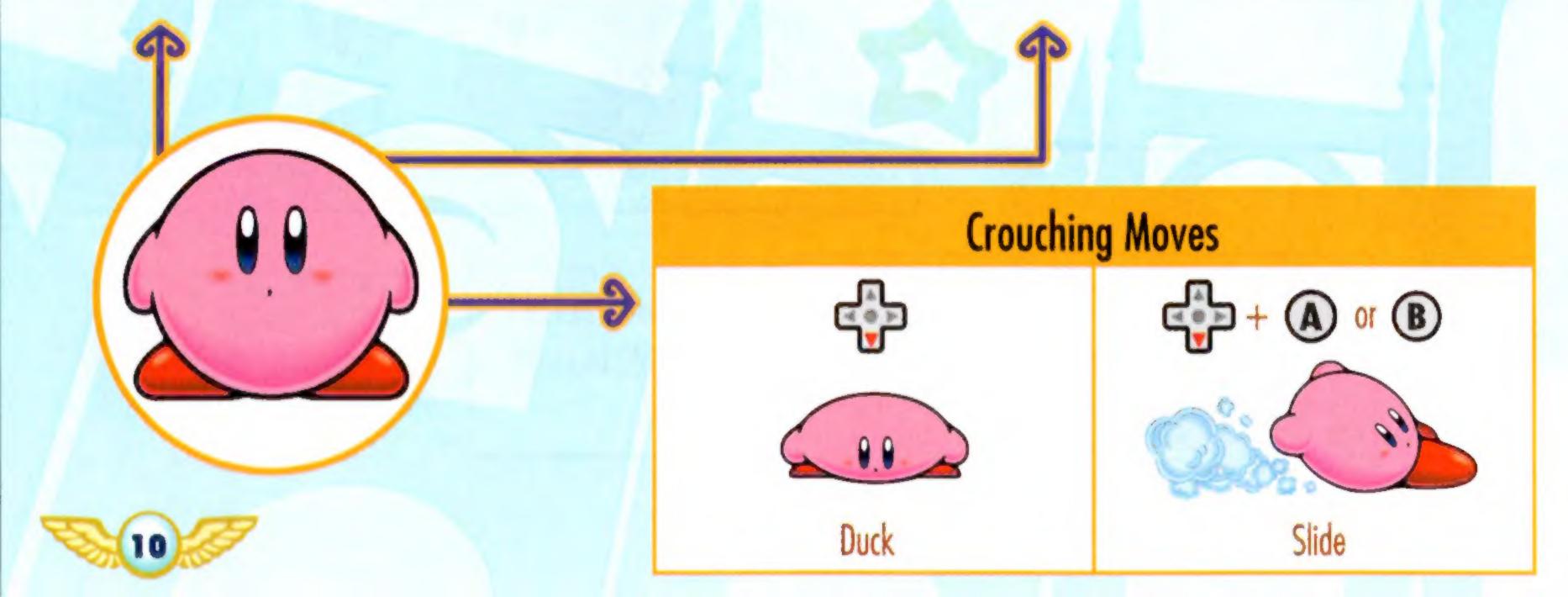




KIRBY'S MOVES









Myou shoot an air pull....

Kirby will fall from the sky if you shoot an air puff, so be prepared!



Looking Up and Down

If you want a better look at your surroundings, use \Leftrightarrow to look up or down.









Underwater Moves





Swim up



B Squirt





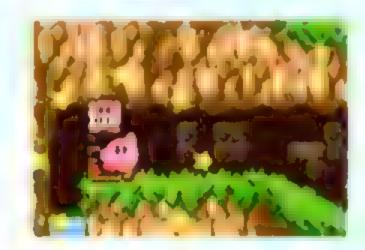


Other Moves















Inhale Hold in mouth Exhale or Swallow C







Kirby can inhale blocks and enemies.

Kirby's mouth is full...





Swallow to copy an ability!

If Kirby swallows enemies with

abilities and use them himself!

special abilities, he can copy those



Press **B** to use a copied ability.

B Exhale to attack!

Turn inhaled items into stars and exhale them to attack enemies.







CHECK

Copy Podestal

From time to time, you'll see special pedestals that give you a Copy Ability when you touch them. If you already have a copied ability, nothing will happen.

Gerring Rid of a Copied Ability

Press SELECT to get rid of an ability you don't want anymore.

The ability turns into a star and floats away, and Kirby returns to normal. If you swallow that star, Kirby will copy that ability again. Also, if Kirby takes damage, he will drop his ability as a star.



Super Inhale



If you press and hold **B**, Kirby can move Heave-Ho Blocks with the power of his mighty lungs.





CHECK

Don's imbale for soo longs

If Kirby does a Super Inhale for too long, he'll tire out for a moment. Kirby won't be able to move until he recovers.



Various Copy Abilities



SWORD

Kirby attacks by slashing at high speeds or by swinging his sword at enemies while in the air or when he lands.











Kirby attacks with martial-arts moves! Keep it up for some fast-paced pummeling!









Missile Kirby flies into enemies or boulders and explodes, but you can also blow him up with ®!

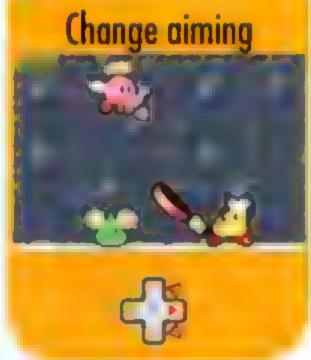


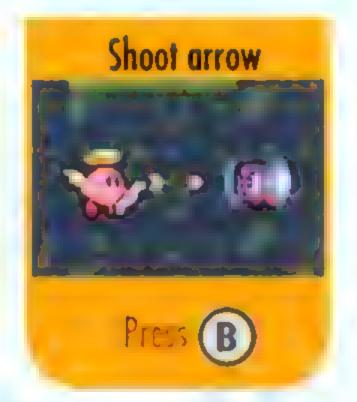




Cupid Kirby shoots an arrow at enemies with his bow while floating in midair. Press and hold **B** and then release it to fire more arrows farther!









Kirby's got all his moves from Super Smash Bros. Melee!





You never know quite what will happen! If you're playing with friends, whatever happens to you happens to them, too!

It's Magicl

When you press **B**

- You can use a randomly chosen ability.
- The enemies on-screen turn into life-restoring items.

Some Smashing Moves

Final Cutter: Ground and air



Hammer: Ground and air, in the direction you're moving



Stone: Ground and air



hade use form of other shifting for Kirby to copy.





GETTING STARTED

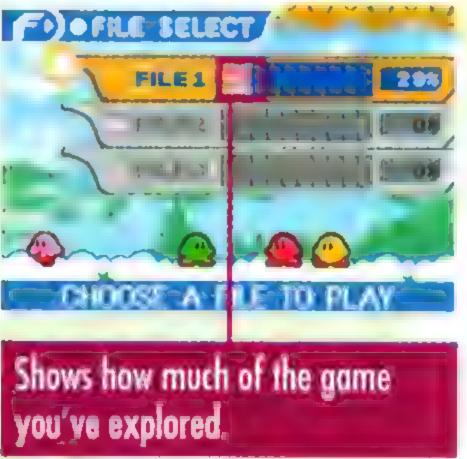
Insert the Game Pak into your Game Boy Advance and turn the power ON. Press START when the title screen appears.

On the File Select screen, use to choose a file and press (A) to enter your selection.

Your game is saved automatically in the selected file

After you've chosen a file, the Game Select screen will appear. Choose Start Game, and then choose One Player or Multiplayer Press (A) to confirm.



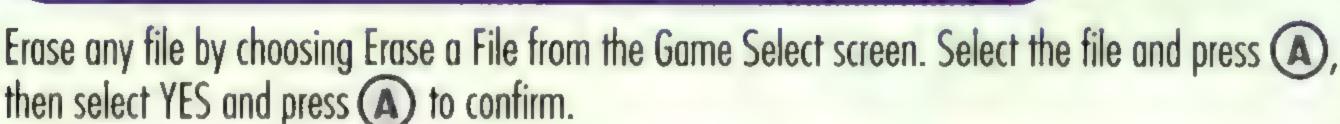








Erasing Files





Be careful when you're erasing files. Once they're gone, they're gone forever!

Four Kirbys, Exploring Together

In this game mode, all four Kirbys (22) (22) explore the Mirror World together! Using your cell phone (3), you can call the other Kirbys to you, so they can give you a helping hand.

One Player

The other Kirbys are controlled by the game. These Kirbys explore the maze freely, but sometimes, they'll follow you around.



Multiplayer

If you're playing a multiplayer game using the Game Boy Advance Game Link cable, each Kirby can explore any area freely.







ADVENTURE AWAITS

It's up to you to collect the broken shards of the mirror as you explore the labyrinth and uncover hidden areas!



W Start a Game

The world you start in has entrances to all the other areas you'll be exploring. Every time you clear an area, you'll return here. Then, you

can go through the new mirror that appears. You can always return here by pressing and holding in any area.





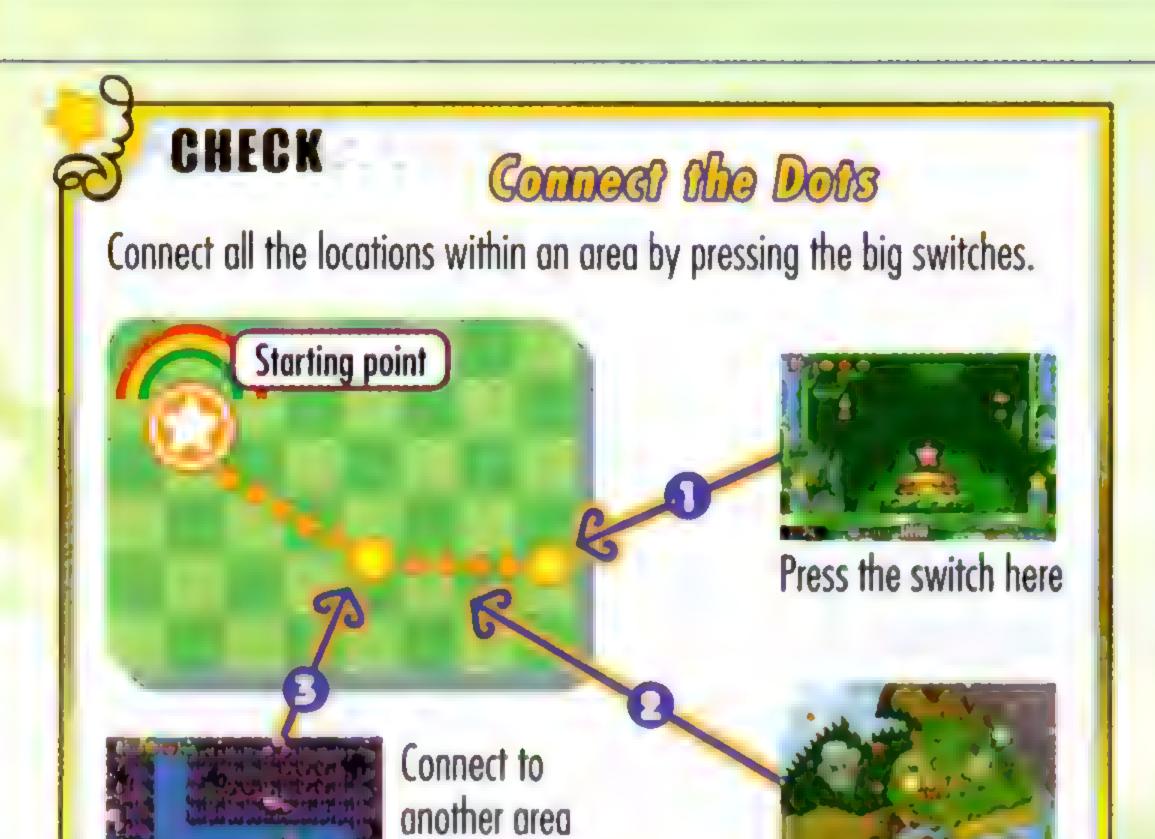
Each area is designed like an elaborate maze. If you get lost along the way, just check your location on the map.

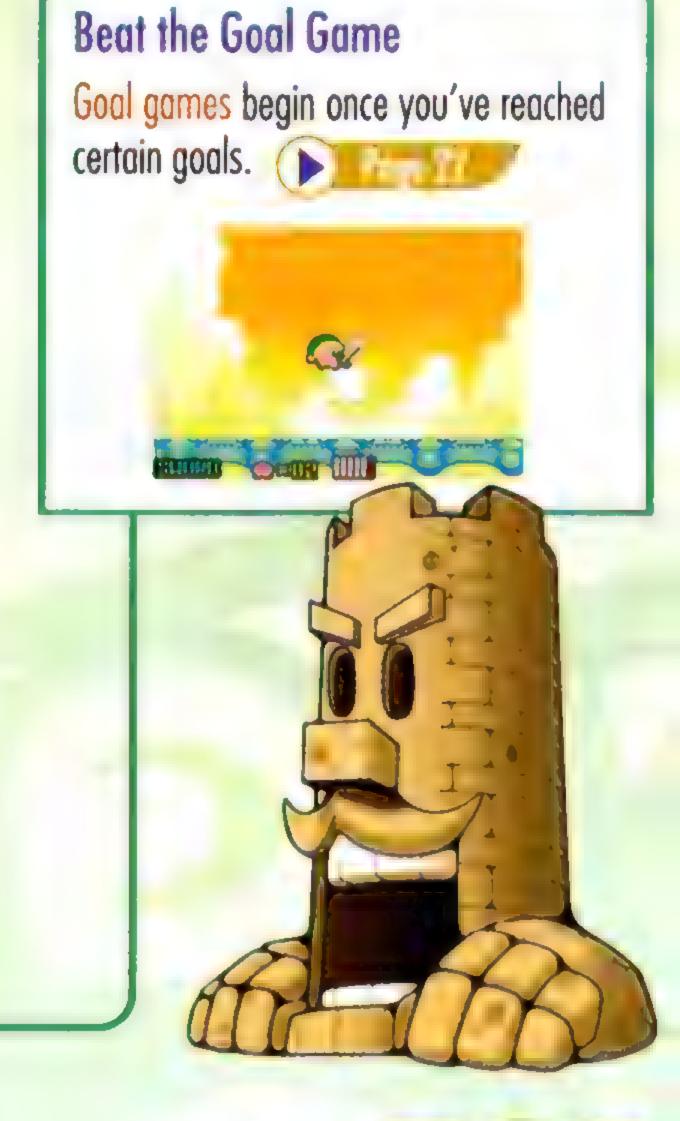


Micover Midden Pash

In each area, there are big switches that allow you to access other areas. If you press the switch, a mirror will appear, allowing you to move on.









Clour an Aron

Defeat the Boss

Defeat the boss in each area to earn a mirror shard.



A new path opens



Reading the Game Screen



Cell-phone power remaining

Status of the other Kirbys

Current ability

Lives remaining and vitality

When your vitality drops to your lives remaining was will drop by one.





Area name or enemy name & vitality

An enemy is defeated when its vitality is gone.

CHECK

oll your lives...

If you lose all of your lives, your game will save automatically, and you will return to the starting point. Also, your lives remaining will return to the starting number.

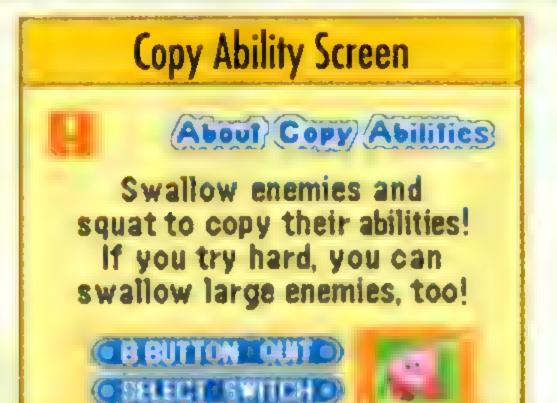


The Pause Screen

0

Press START to open the Pause screen. Here, you can see a brief description of your copied ability, as well as view area and world maps.





On the Pause screen, press SELECT to switch from the copy ability description to the area and world maps. Press (B) or START to return to the game.



Area Contents

Places you've already visited will be lit up. Once you've opened all of the treasure chests and pressed all of the big switches , the area will shine brightly.

Crby Locations

These mark the positions of all of the Kirbys.





Areas you've already visited will be lit up brightly.

rank Setween Areas

These paths are connected by pressing switches 😫.

Kirby Locations

These mark the positions of all of the Kirbys.

Mirrors



By entering mirrors, you can move around to different places.

Mirrors at the Starting Point



Warp to different areas. The frame of the mirror is different for each area.



As you beat each area's boss and recover the broken

mirror shards, this mirror will slowly be repaired. Now, what happens if all the Kirbys enter this mirror?

Other Mirrors You'll Encounter



Move to another part of an area. Some mirrors are one-way only!



Move to a Goal Game.

Goal Games



Hop on a Warpstar and beat the Goal Games!

A Goal Game begins shortly after you catch the Warpstar.





Blast off at top speed and aim for the exit!
Use to control the Warpstar and collect items along the way!

0

Item and Life Sharing



Try out these tricks if you get in a pinch!

Item Sharing

If you touch another Kirby just as he grabs a drink or some food, you can share the item so that both of you get some strength www back!



Life Sharing



If you lose all your lives, you can borrow a life from a friend. When you see the message "Borrow?", choose yes and press (A). This reduces your friend's lives remaining (1) \$\infty\$ (1) \$\infty\$ (1) \$\infty\$ (2) \$\infty\$ (2) \$\infty\$ (2) \$\infty\$ (2) \$\infty\$ (3) \$\infty\$ (2) \$\infty\$ (3) \$\infty\$ (3)





If one of your friends asks to borrow a life from you, press to give him a life. If you have only one life left, you won't be able to share.

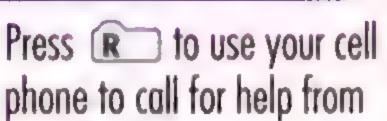


You cannot share lives in a one-player game





Using Your Cell Phone



your friends.



Calling Kirby



B Cancel.



Use your phone to call another Kirby.



...appear in the area of the Kirby you called.



Explore together!

Answer the call.



When you're being called, "Connecting..." will appear on-screen.



If you answer the call, you'll use the mirror and...

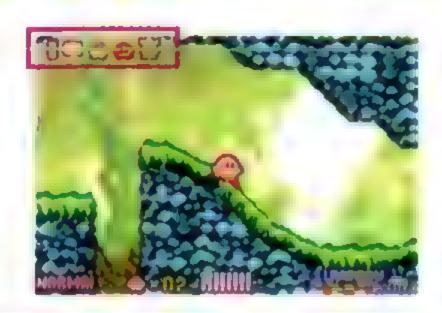
If you're connecting to another player, you won't be able respond to other calls until the connection is cut.



CHECK

Pay attention to the into in the top-left corner of the sareon.

In the top-left corner of the screen, you can see the remaining battery life of your cell phone, as well as the status of the other Kirbys.



Cell Phone Battery Life

Every time you use your cell phone, the battery life drops by one bar. Once all bars are gone, you won't be able to make any more calls. You can restore one bar by acquiring batteries.















Kirby Info



You can see the status of the other Kirbys here, including what abilities the other Kirbys have and whether you can call them.



Has the Sword ability



Has no copy ability



Can't be called with the cell phone



DEVICES

Here are a few of the many devices you'll run across during game play.

Heave-Ho Blocks



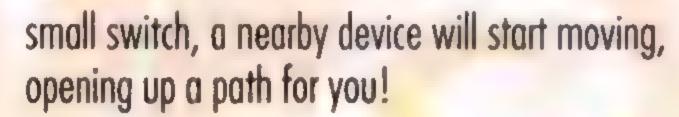
If the Kirby characters cooperate and do a Super Inhale, they can move these heavy blocks.



Big Switches & Small Switches



You'll come across several different switches. If you press a big switch, a new mirror will appear. If you press a









Treasure Chests



There are large and small treasure chests. Both contain items.

What you find inside depends on how big the chest is.

Cannons and Fuses



Hop into a cannon after lighting the fuse, and you'll be blasted to another part of the stage.

Warpstar



Just touch the Warpstar to ride it. It will take Kirby away to specific destinations.



There are tons of useful items waiting for you, but here are just a few to get you started!



1-Up

Tacks an extra life onto Kirby's remaining lives ⊕ 2.



Candy

This special candy makes Kirby invincible, but only for a little while.



CHECK

Imbale to get thems!

Some items can be hard to get, because they're enclosed by walls or blocks. If you inhale or team up for a Super Inhale, you can retrieve those items!





Energy Drink



Maxim Tomato

Restores all of Kirby's vitality IIII.



Battery

Restores one power bar to Kirby's cell phone .



COLLECTION ITEMS

You'll find tons of collectable items as you explore. Here are a few to give you the idea!



World Map and Area Maps

Check these maps by pressing SELECT on the Pause screen. Once you've found an area map, you can view the layout of that whole area.



Increases the number of available life unit bars in Kirby's life meter IIIII .



Spray Paint

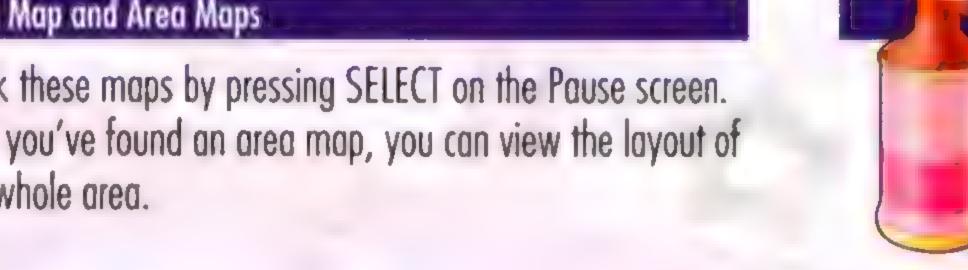
Change Kirby to your favorite color and play! Select Default to return to Kirby to his original color (**)



Sound Player / Notes / Sounds

Once you get the Sound Player, you can play the Notes

(musical scores) and Sounds (game sound effects) you've found.





Collection Rooms

Select Collection Room from the Game Select screen to view and use the items you've collected along your journey. At the bottom of the screen, you can see the item's name and an explanation of how to use it.





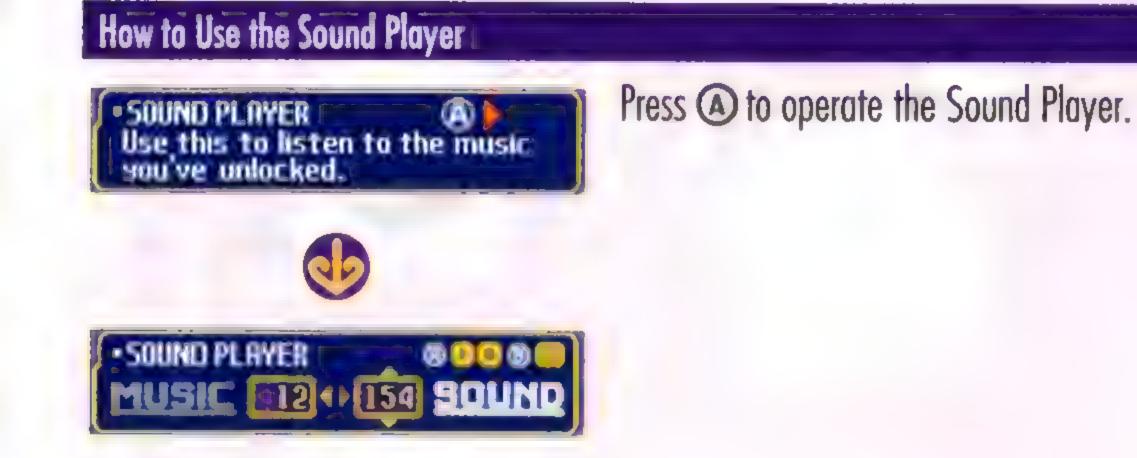
Select your favorite color using and then press (A) to change Kirby to that color.





If you select Random and then press (A), Kirby will return to the default color (19).





Sound ON / OFF

Quit Sound Player

Switch between Music
/ Sound Effects

Select Sound Number



SUPERIOR SUB-GAMES

Sub-Games can be played both one player and multiplayer (using the Game Boy Advance Game Link cable).

Starting a Sub-Game





Select the Sub-Game you want to play using and then press (A) to enter your selection.



To play a one-player Sub-Game, select One Player. To play with friends, select Multiplayer. Press (A) to make your selection.



Use to select the difficulty level and then press (A) to begin the game.



Once You've Finished a Sub-Come

When the game ends, select Continue to play again, or select Quit to return to the Sub-Games screen.

Speed Eaters



Kirby Wave Ride



At the very instant you see on the screen, press (A) and eat the apples . Whoever fills his belly first wins! If you foul up and eat a bomb , you have to sit out one turn.



Compete to see who can reach the goal first!

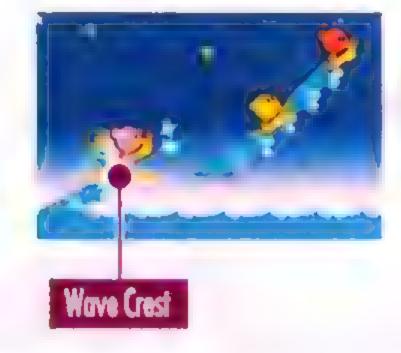
Jump right at the crest of each wave to gain speed!

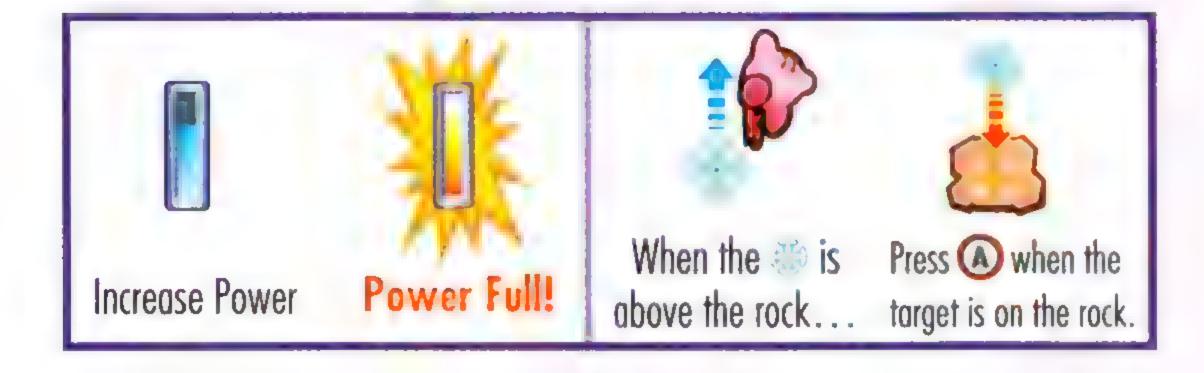
Crackity Hack



Build up power while you've got the time. Then, when the Kirbys jump, give the rock a mighty whack! Whoever makes the deepest crack in the earth wins!







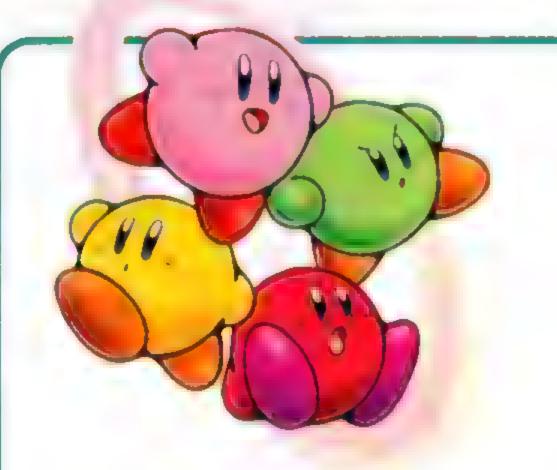


PLAY WITH FRIENDS

Use the Game Boy Advance Game Link cable to link up with your friends and play the main game or any of the Sub-Games together.

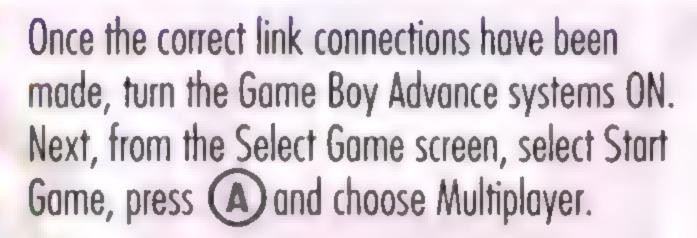
Before starting a linked game, be sure to read pages 34 through 37 thoroughly.

The main game requires one Game Pak per player, but the Sub-Game can be played with just one Game Pak.



Player 1 handles all the controls until the game actually starts. Once the Transmitting Screen appears, other players should just wait until the game starts.

Starting a Sub-Game



The game will start transmitting link data. When prompted, press (A).



The Select Game Pak screen appears next. Use to select the Game Pak you want to use, and then press (A) to begin the game.

Playing the Main Game

The basic game play is the same as the one-player game. You and your friends can play through the same area, or all of the players can explore different areas on their own—it's up to you!







LINKED PLAY

This section explains how to connect Game Boy Advance systems or a Game Boy Player using the Link cable.

- Items Needed
- One of any of the following per player: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including GameCube and Controller)
- Kirby & The AMAZING MIRROR Game Pak: 1 per player
- Game Boy Advance Link Cable
 - 2 players 1 cable
 - 3 players 2 cables
 - 4 players 3 cables

Main Game



- Linked Game Play Cautions
 The following situations may cause linking problems or other game play malfunctions.
- A cable other than the Game Link cable is being used.
- The Game Link cable is not inserted all the way into the socket.

Connection Method

- 1. Make sure that each Game Boy Advance system is turned OFF and then insert the Game Paks.
- 2. Using the diagram on the right, connect the Game Link cables to one another and then connect the cables to the external adapters of each game system.
- 3. Turn the power of each game system ON.
- 4. For the remaining procedures, please refer to pages 16, 30, and 32.

Sub-Game



- The Game Link cable was removed from the Game Boy Advance when the power was turned ON.
- The Game Link cables are not connected properly.

- When playing with two or three players, do not connect any unused game systems or cables.
- The player with the purple cord end inserted into his game system is P1.



Connecting the Link Cable (Single-Pak)

Sub-Game D



This section explains how to connect Game Boy Advance systems or a Game Boy Player using the Link cable.

- Items Needed
- One of any of the following per player: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including GameCube and Controller)
- Kirby & The AMAZING MIRROR Game Pak: 1
- Game Boy Advance Link Cable
 - 2 players 1 cable
 - 3 players 2 cables
 - 4 players 3 cables

- Linked Game Play Cautions
 The following situations may cause linking problems or other game play malfunctions.
- A cable other than the Game Link cable is being used.
- The Game Link cable was removed from the GBA while the power was turned ON.

Connection Method

- 1. Make sure that each Game Boy Advance system is turned OFF and then insert the Game Paks.
- 2. Using the diagram on the right, connect the Game Link cables to one another and then connect the cables to the external adapters of each game system.
- 3. Turn the power of each game system ON.
- 4. For the remaining procedures, please refer to page 30.

Sub-Game



- The Game Link cable was removed from the Game Boy Advance when the power was turned ON.
- The Game Link cables are not connected in the proper manner.
- The Game Pak is inserted into a game system other than Player 1's.

- When playing with two or three players, do not connect any unused game systems or cables.
- The player with the purple cord end inserted into his game system is P1.





HEROIC HINTS



Here are a few little hints to help you in your adventure!

When you call Kirby using your cell phone...

Call one of your buddies. When the other Kirby shows up, move close to him quickly — something good might happen!



Rolling Ram Attack

If you slide on a really steep hill, Kirby will start to roll down the hill. While rolling, if Kirby encounters an enemy, he will execute a damaging Rolling Ram Attack!



Slide on a steep hill...



and begin rolling...



Hit enemy with a Rolling Ram Attack!



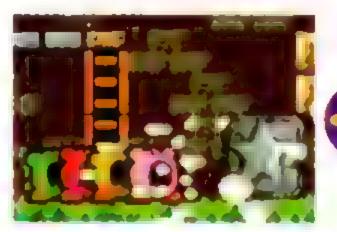
Step-'n-Jump

When you're standing on another Kirby, press (A) to do a Step-'n-Jump! This way, you can jump much higher than normal!



Do a Super Inhale with all Kirbys together!

If you come across a massive Heave-Ho Blocks, team up with the other Kirbys and move it with a mighty Super Inhale!





Four-Player Multiplayer

Don't you hate it when you have to stand on a switch to open a door, but if you step off the switch, the door closes again? Well, just use your cell phone to call another Kirby and have him press the switch for you!

Before going into a boss battle, call the other Kirbys. Their abilities might come in handy against that particular boss. This will make things a lot easier if you're having a tough time with a boss.



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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

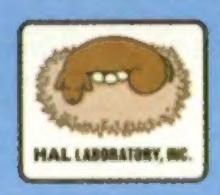
NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

(Times subject to change)





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